TAITO

TAITRONICS ®

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BUGGY CHALLENGE™

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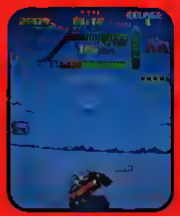

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B U G G Y G H A L L E N G E

BUGGY CHALLENGE PROVIDES FANTASTIC SCREEN GRAPHICS, REAL FUN AND EXCITEMENT OF DRIVING THE BUGGY. THE GAME IS FITTED WITH A STEERING WHEEL, LOW/HIGH GEAR LEVER AND FOOT ACCELERATOR.

GAME FEATURES AND HOW TO PLAY

* START THE ENGINE BY PUSHING START BUTTON. PUT THE GEAR IN THE "LOW" POSITION AND STEP ON THE ACCELERATOR.
* THE POWERFUL TAITO ENGINE IS SO DESIGNED AND BUILT THAT THE PLAYER CAN ACCELERATE UP TO A SPEED OF 85KM/HOUR INSTANTANEOUSLY BY USING THE "LOW" GEAR. SHIFT THE GEAR INTO THE "HIGH" POSITION AS THE SPEED INCREASES. THE PLAYER CAN ENJOY THE THRILL AND EXCITEMENT OF DRIVING AT 190KM/HOUR WHICH IS THE MAXIMUM.
* TO DECREASE THE SPEED QUICKLY, SHIFT TO THE "LOW" POSITION AND USE LOW GEARS AS THE ENGINE BRAKE WHICH FUNCTIONS MOST EFFECTIVELY.
* AVOID VARIED OBSTACLES SUCH AS PROTRUSIONS, PUDDLES, TIRES, WRECKED CARS, STUMPS, ROCKS, FUEL DRUMS, WATER SUPPLY TOWERS, RUINS OF CORRAL FENCES, COMPETING BUGGIES, RIVERS, ETC.
* PROTRUSIONS MAKE THE BUGGY BOUNCE OR JUMP AND SOMETIMES CHANGE ITS DIRECTION. THE BUGGY SKIDS THROUGH THE PUDDLES. THE TIRE REPEL THE BUGGY INTO A DIFFERENT DIRECTION. ALL OF THE OTHER OBSTACLES, UPON CONTACT, MAKE THE BUGGY EXPLODE AND THE PLAYER LOSES 30-LITRES OF FUEL FOR EACH EXPLOSIVE ACCIDENT.
* SHARP TURNING OF THE STEERING WHEEL AT HIGH SPEED COULD CAUSE THE BUGGY TO SLIP OR SPIN. TURN THE WHEEL IN THE OPPOSITE DIRECTION AND QUICKLY GET OUT OF THE SPIN.
* THE STAR GLITTERING IN THE FAR DISTANCE INDICATES WHERE THE GATE (CHECKPOINT OR GOAL) IS AND THE PLAYER SHOULD TRY TO TAKE THE SHORTEST ROUTE. IF THE PLAYER LOSES SIGHT OF THE STAR, AN ARROW APPEARS FOR THE PLAYER TO GET BACK ON THE CORRECT ROUTE.
* THE PLAYER SCORES POINTS ACCORDING TO THE SPEED PLUS ROUTES; HIGHER POINTS WHILE THE STAR IS KEPT IN SIGHT; LESSER POINTS (WHICH VARY WITH THE DEGREE OF DRIVING ON COURSE) WHEN THE STAR IS OUT OF SIGHT.
* THE PLAYER SHOULD TRY TO CLIMB AS MANY HILLS AS POSSIBLE FOR HIGHER SCORING. THE POINTS VARY WITH THE JUMPING DISTANCE, WHICH VARIES WITH THE HEIGHT OF HILLS AND SPEED OF THE BUGGY. THE PLAYER MUST WATCH OUT FOR OBSTACLES IN THE LANDING AREA.
* EVERY JUMP FROM HILLS CONSUMES A LARGER AMOUNT OF FUEL. THE PLAYER SHOULD BE CAREFUL NOT TO JUMP AT RANDOM UNLESS THE FUEL METER INDICATES ENOUGH FUEL.
* THE GAME IS COMPOSED OF 4 COURSES AS FOLLOWS:- 1. WILD FIELD; 2. GRASSLAND; 3. URBAN; 4. ICE-BOUND WORLD.
* THE PLAYER CAN GET THE BUGGY REFUELD WHEN THE PLAYER PASSES UNDER THE GOAL GATE AT THE END OF EACH INDIVIDUAL COURSE.
* THE BUGGY MUST GO ACROSS THE RIVER WHETHER BY BRIDGE OR BY JUMPING FROM A RIVERSIDE HILL. A SUCCESSFUL JUMP OVER THE RIVER SCORES THE HIGHEST POINTS OF 5,500.
* WHEN AN OBSTACLE IS FOUND CLOSE TO THE WAY-IN SIDE OF THE BRIDGE OR GATE, IT IS ADVISABLE TO SLOW DOWN USING THE ENGINE BRAKE TO ENSURE A SAFE PASSAGE OVER THE BRIDGE OR UNDER THE GATE. DO NOT TOUCH RAILING OF BRIDGE OR POLE OF THE GATE, OTHERWISE THE BUGGY EXPLODES.
* THE GAME ENDS UNDER A RAIN OF CHERRY BLOSSOMS EITHER WHEN THE BUGGY RUNS OUT OF FUEL OR IT DRIVES ALL THE 4 COURSES.
* AS SHOWN IN THE 4 PHOTOGRAPHS ON THE REVERSE SIDE OF THIS LEAFLET, WHILE THE GAME IS BEING PLAYED, THE VIDEO SCREEN DISPLAYS (IN THE UPPER PART) SCORE, TIME, COURSE NUMBER, SPEED METER, TACHO METER, DISTANCE (VERTICAL METER) UP TO THE GOAL GATE, NUMBER OF CHECKERPOINT GAMES (AS FLAGS) AND NUMBER OF GOAL GATES (AS TUNNELS IN RED) WHICH THE PLAYER HAS SUCCESSFULLY CLEARED UP TO THAT STAGE.
* WHEN THE GAME IS NOT IN PLAY BUT IS IN THE ATTRACT MODE, THE SCREEN ALSO DISPLAYS THE DAY'S TOP 5 SCORES PLUS THE LAST PLAYER'S SCORE AND TIME, WHICH IS TO PROVIDE A CHALLENGE FOR ON-LOOKERS TO TRY THEIR DRIVING TECHNIQUE AGAINST THE PREVIOUS PLAYERS.